Advanced Grick — CR 7

Large Monstrosity

Armor Class 18 (natural armor)

Hit Points 136

Speed 30 ft., climb 30 ft.

Perception 12 **Stealth** 13

Resistant bludgeoning | Monstrosity Resilience

Immune charmed

Senses darkvision 60 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
+4	+3	+2	-3	+2	-1

Coordinated Strikes. Each friendly grick within 10 feet of the advanced grick has advantage on attack rolls against any creature the advanced grick has attacked since the start of its last turn.

Monstrosity Resilience. The grick is resisistant to exhaustion and to the frightened condition.

Stone Camouflage. The grick's Stealth is 18 while in rocky terrain.

Actions

Multiattack. The grick makes one Beak attack and four Tentacle attacks.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, the grick can automatically hit the target with its Beak, and the grick can't make Beak attacks against other targets.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

BONUS Actions

Body Slam. The grick slams its body into a creature it can see within 5 feet of it. The target must succeed on a DC 15 STR save or be pushed up to 10 feet away from the grick and knocked prone.

Hivebound — CR 5

Small Monstrosity

Armor Class 15 (natural armor)

Hit Points 108

Speed 25 ft., fly 40 ft.

Perception 12 **Stealth** 12

Resistant bludgeoning | charmed | Monstrosity Resilience

Senses keensense 60 ft. (can't sense beyond this radius)

Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+3	+4	-2	+2	-2

Collective Mind. The hivebound's individual insects and swarms under its control are connected via hive mind. It can telepathically communicate with any of its individual insects and swarms within 1 mile of it, and it can't be surprised. It can have up to five SWARMS OF INSECTS under its control at a time.

Monstrosity Resilience. The hivebound is resistant to exhaustion and to the frightened condition.

Reinforced Mind. If the hivebound starts its turn afflicted by an ongoing effect that allows a repeated INT, WIS, or CHA save to end the effect, such as the *hold* spell, the hivebound can make the save at the start of the turn instead of the end and has advantage on the save.

Actions

Multiattack. The hivebound makes one Bite attack and two Claw attacks, or it makes three Spit Insect attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 10 (3d6) poison damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5

ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Spit Insect. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 15 DEX save or be pestered until the end of its next turn. A pestered creature has disadvantage on the next attack roll it makes before the pester ends.

Swarm Breath (Recharge 5–6). The hivebound exhales stinging insects in a 30-foot cone. Each creature in the area must make a DC 15 DEX save, taking 10 (4d4) piercing damage and 17 (5d6) poison damage ona failed save, or half as much damage on a successful one. A **SWARM OF INSECTS** under the hivebound's control forms in an unoccupied space in that area.

Bonus Actions

Swift Flight. The hivebound flies up to half its speed without provoking opportunity attacks.

Selang, Void Viper CR 7

Medium Fey

Armor Class 16 (natural armor)

Hit Points 126

Speed 40 ft.

Perception 16 **Stealth** 13

Resistant bludgeoning, piercing, and slashing from nonmagical attacks | frightened | Fey Resilience

Immune acid, lightning, psychic

Senses darkvision 60 ft.

Languages Common, Elvish, Sylvan, Void Speech

STR	DEX	CON	INT	WIS	CHA
+2	+3	+6	+1	+2	+7

Fey Resilience. The void piper is resistant to the charmed and unconscious conditions.

Void-Tainted Weapons. The void piper's weapons are coated with a magical potion tainted by the Void. When the void piper hits with any weapon, the weapon deals an extra 3d8 necrotic damage (included in the attack).

Actions

Multiattack. The selang makes three Dagger or Void Bolt attacks. If two Dagger or Void Bolt attacks hit one creature, the target must succeed on a DC 15 WIS save or become frightened until the end of its next turn.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., or 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 13 (3d8) necrotic damage.

Void Bolt. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 17 (3d8 + 4) necrotic damage.

Bonus Actions

Void Piping. The void piper plays one of the following void-tainted songs from the pipes on its neck. One creature the void piper can see within 60 feet of it is the only creature that can hear the melody. The target must succeed on a DC 15 WIS save or be affected by the chosen song. The piper can't play the same song two rounds in a row.

- **Cosmic Doom.** The target is filled with the dreadful weight of its mortality and is frightened until the end of its next turn. While frightened, its speed is reduced to 0 as it shakes in terror in its space.
- **Eternal Drifting.** The target feels as though it is drifting through an eneldess sea of darkness, slowing its awareness of the world around it. On its next turn, the target can use either an action or a bonus action, not both, it can't use reactions, and it can't make more than one melee or ranged attack during its turn.
- **Ravenous Void.** The song pulls the breath from the target to feed the Void. The target loses the ability to speak and can't cast spells with verbal components for 1 minute. It can repeat the save at the end of each of its turns, ending the effect on itself on a success. If the target fails the save by 5 or more, it also suffers one level of exhaustion.

- **Void Echoes.** Void Speech whispers ech on the target's mind and ears. It is incapacitated untilt eh end of its next turn and deafened for 1 minute. The deafened creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Sporebound, Bloatblossom CR 2

Medium Plant

Armor Class 15 (natural armor)

Hit Points 60

Speed 20 ft.

Perception 11 **Stealth** 12

Resistant Plant Resilience

Senses keensense 60 ft. (can't see beyond this radius)

Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+0	+3	-4	-1	-3

Heightened Hearing. The bloatblossom's Perception is 16 while percieving by hearing.

Plant Resilience. The bloatblossom is resistant to exhaustion and to the paralyzed, petrified, and unconscious conditions.

Actions

Multiattack. The bloatblossom makes one Bite attack and one Slam attack, or it makes two Toxic Nodule attacks. If the Bite and Slam atacks both hit one Humanoid, the target must succeed on a DC 13 CON save or be infected with apocalyptic fungus.

The diseases cause sthe target to become irritable and sensitive to noise, and in the final stages, fibrous fungal growths sprout from the victim's skin—particularly around the cranium. Once infected, a Humanoid can't regain HP except by magical means, and when it finishes a long rest, it must succeed on a DC 13 CON save or suffer two levels of exhaustion. If an infected creature is slain, or if it suffers six levels of exhaustion while infected, it doesn't die, but instead transforms into a **BLOATBLOSSOM SPOREBORN** 1 hour after it would have died. Only a *wish* spell or similarly powerful magic can reverse the transformation.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 4 (1d8) poison damage.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 4 (1d8) poison damage. If the target is Medium or smaller, it is grappled (escape DC 13).

Toxic Nodule. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 12 (2d8 + 3) poison damage, and the target must succeed on a DC 13 CON save or be poisoned until the end of its next turn.

Bonus Actions

Instinct to Pursue. The bloatblossom takes the Dash action toward an uninfected Humanoid it can see or sense.